

# - **Vivo** - Project Documentation

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# 1 Introduction

## 1.1 Task

*What is Vivo?*

- > An app that aims to intensify the bar experience
- > The intuitive use should encourage you to try and enjoy
- > It is easily accessible and usable for all common mobile devices

*Essential features*

- > **Informing** about the supply of drinks and their ingredients
- > **Networking** with people of the same interest
- > **Discover** and enjoy the Drinks you like

## 1.2 Quality

*Characteristics*

Quality Feature	Motivation
Functionality	The software should work accurately and adequately with max. security
Reliability	Ensuring recoverability and acceptable fault tolerance
Usability	The software is easy to use, learn and understand
Efficiency	The software works fast and resource-saving
Maintainability	The software is stable, testable and analyzable
Probability	The software components are interchangeable and customizable

## 2 Conditions

### 2.1 Technical

#### Moderate hardware

Operation of the solution on a common standard smartphone for use in bars.

#### Use on ©Android and ©Apple Operation Systems

Implementation of ©Flutter application with language dart to maintain different OS.

#### Engines

Android JDK version 29.0.1

Flutter version 1.7.8 + hotfix.3

#### Third-party software

Flutter and Dart are under *Attribution 4.0 International (CC BY 4.0)* License.

### 2.2 Organizational

Condition	Description
Team	Adrian Helberg, Gerriet Hinrichs as Admins and Developers
Time	No fixed schedule yet
Process model	Prototyping with proper documentation
Management	©OpenProject hosted on own webserver
Version Control	©Git via ©GitHub
Tests	Continuous integration via Jenkins

## **2.3 Conventions**

# **3 Context**

## **3.1 Functional**

## **3.2 Technical**

# **4 Strategy**

# **5 Sights**

## **5.1 Plate**

## **5.2 Runtime**

## **5.3 Distribution**

# **6 Concepts**

# **7 Design Decisions**

# **8 Risks**

# **9 Glossary**